
WALTER TRACEY

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Profile

Detail-oriented Computer Science graduate with programs and systems experience in various languages from school and personal projects; interested in expanding knowledge into security, game development, systems or infrastructure, AI, and other creative software tool development. Also self-taught and heavily interested in sound design and playing, recording, and mixing music of all genres.

Experience

GoodMedicine

Web Dev/Media Management; Part-time remote — 2020-Present

- Work with stakeholders, devs, and outside company reps to include new brands and maintain compliance
- Experience configuring and tweaking a large eCommerce WordPress site
- Finishing and posting hundreds of products for international dietary supplement brands
- Writing some Python tools to automate my workflow for things like accessibility tags on the site

Atrium Pro Brands, Division of Nestle Health Science

Data Miner; Part-time remote — 2017-2019

- Studying the domain subject of nutrigenomics and the state of the art with ethics involved and what types of research will be relevant to the new supplement platform
- Integrate with science team and keep track of progress via spreadsheet
- Python web scraping for relevant articles and organizing accordingly

Union County High School Liberty, IN

Compensated Tutor — 2016-2017

- Exercised responsibility and mastery of subjects as a selected top student for the program

Education

- Miami University, Oxford, OH — Computer Science B.S. (Honors) 2021, Magna Cum Laude
- UCHS, Liberty, IN — Core 40 Honors 2017, Class Valedictorian

Skills

Languages

Skilled: HTML/CSS/JS, shell scripting

Intermediate: C++, Java, Python, Nodejs + Reactjs, SQL

Proficient: PHP, C#

Frameworks/Tools

- Godot and Unity game engines
- MERN stack
- Juce
- Xcode/Visual Studio (any build tools)
- Any major OS

Projects

Virtual Ensemble

- Senior capstone project at Miami University
- Browser application using the MERN stack and building as an Electron app
- Real-time application allowing users to individually record a video to a track recorded by a conductor, who can then compile all the videos into one tiled product in the app

HarmonyV

- Work in Progress monophonic harmonizer plugin written in C++ Juce audio framework
- Studying various pitch shifting algorithms to reach a well-performing solution that sounds pleasant from many sources

Gravity Game (working title)

- Gravity-aware video game reminiscent of Mario Galaxy made Godot by a dev team of 2
- Aiming to release for all PC platforms on Steam, with multiplayer capability using native RPC tools